AMBER DRAGONS

Dragons of the Untamed Wilds

Habitat: Forest, Grassland; **Treasure:** Arcana, Relics

Amber dragons are physically the weakest of all gem dragon-kind, however, they possess a great understanding of the natural world. They use their connection with the forests, plains, and rivers to augment psionic powers to compensate for their lack of physical strength.

Amber dragons don't consider themselves to be guardians of the forest, but rather, a force of nature. They will fight creatures who enter a forest they consider to be part of their territory with hostile intent, and have no qualms about destroying anyone who impedes on the natural world, though their ties to nature go beyond the role of guardian. They are so intertwined with the forces of nature that they become part of nature itself. They will sometimes make alliances with druids or other mortals

that have the interest of the natural world at heart, but these alliances are always predicated on the dragon's whims. Amber dragons are known to be unpredictable, sometimes being calm and collected, other times giving in to bursts of rage and destruction.

The scales of an amber dragon are polarised in order to push metal objects away from them. Creatures who strike at the dragon with metal armaments will find these weapons much less likely to make contact without considerable effort. This does mean that the dragon itself often finds it difficult to use tools or weapons made from metal, which is why they have an aversion to such things.

AMBER DRAGON WYRMLINGS

Amber dragon wyrmlings hatch without the guidance of a parent. They often find themselves alone in the forest of their birth, and must learn to survive without the protection of a parental guardian.

Amber Dragon Wyrmling

Medium Dragon (Gem), Neutral

AC 15 **Initiative** +4 (14)
Hit Points 32 (5d8 + 10)
Speed 30 ft., Burrow 15 ft., Fly 60 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	**DEX** 14	+2	+2	**CON** 14	+2	+2
INT 14	+2	+4	**WIS** 14	+2	+4	**CHA** 14	+2	+4

Skills Animal Handling +4, Nature +4, Perception +6, Stealth +6
Resistances Force, Psychic
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 16
Languages Draconic, telepathy 120 ft
CR 2 (XP 450; PB +2)

Traits

Repellant Scales. Attacks made against the dragon using weapons or ammunition made of metal have Disadvantage.

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 2 (1d4) damage of a type chosen by the dragon: Acid, Cold, Fire, or Lightning.

Sap Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 12, each creature in a 15-foot Cone. *First Failure:* 18 (4d8) Fire damage, plus the target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target is encased in amber. An encased creature has the Restrained condition, Total Cover, and is suffocating. As an action, an encased creature or another creature within 5 feet of it can make a DC 16 Strength (Athletics) check. On a successful check, the creature is no longer encased. *Success:* Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 12):

At Will: *Elementalism*
1/Day Each: *Animal Friendship*, *Entangle*

YOUNG AMBER DRAGONS

Young amber dragons are skilled hunters. They have learned to use nature as both a cloak and as their weapon when dealing with adversaries. Most young amber dragons spend their time exploring the lands surrounding the place of their birth and establishing territory to call their own.

Young Amber Dragon

Large Dragon (Gem), Neutral

AC 16 **Initiative** +5 (15)
Hit Points 95 (10d10 + 40)
Speed 40 ft., Burrow 20 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	**DEX** 15	+2	+2	**CON** 18	+4	+4
INT 15	+2	+5	**WIS** 16	+3	+6	**CHA** 16	+3	+6

Skills Animal Handling +6, Nature +5, Perception +9, Stealth +8
Resistances Force, Psychic
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19
Languages Common, Draconic, Druidic, Sylvan, telepathy 120 ft
CR 5 (XP 1,800; PB +3)

Traits

Repellant Scales. Attacks made against the dragon using weapons or ammunition made of metal have Disadvantage.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 5 (2d4) damage of a type chosen by the dragon: Acid, Cold, Fire, or Lightning.

Sap Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 15, each creature in a 30-foot **Cone**. *First Failure:* 27 (6d8) Fire damage, plus the target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target is encased in amber. An encased creature has the Restrained condition, **Total Cover**, and is **suffocating**. As an action, an encased creature or another creature within 5 feet of it can make a DC 18 Strength (Athletics) check. On a successful check, the creature is no longer encased. *Success:* Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: ***Animal Friendship***, ***Elementalism***, ***Speak With Animals***
3/Day Each: ***Entangle***, ***Moonbeam***
1/Day Each: ***Heat Metal***, ***Plant Growth***, ***Thunderwave***

AMBER DRAGONS LAIRS

Amber dragons rarely settle into a single location, often preferring to wander nomadically in a large area they consider to be their territory. In the rare situation where an amber dragon does choose to establish a lair, they make their homes in dense forests and lush grassland. They are happy to settle anywhere, as long as their surroundings are natural and teeming with life. They often dig out large burrows, or find suitable caves that they can modify to suit their needs. They have no love for wealth, and hoard only natural objects. Sometimes this means the dragon simply keeps a verdant garden of rare plants it considers to be its hoard, but other times they may keep an actual collection of treasure and magic items that does not contain metal coinage or magic objects made using metal.

The region containing an adult or ancient amber dragon's lair is altered by its presence, creating the following effects;

Amber Profusion. Large deposits of amber form inside trees and beneath the ground within 6 miles of the lair.

Arboreal Commune. Trees within 6 miles of the lair become conduits for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any area centred on a tree within that region.

Thriving Wildlife. All natural beasts reproduce rapidly and thrive in the forests within 6 miles of the lair. Foraging in these forests yields twice the usual amount of food.

If the dragon dies, the populations of wildlife near the lair return to normal levels over the course of 1d10 days. The existing abundance of amber remains, but new amber forms at a normal rate.

ADULT AMBER DRAGONS

By the time an amber dragon has reached adulthood, it has learned much of the natural world and its secrets. These dragons are masters of the natural world, and often spend their time perpetually travelling around their territory, which can be an area as large as 750 miles.

Adult Amber Dragon

Huge Dragon (Gem), Neutral

AC 17 **Initiative** +7 (17)
Hit Points 172 (15d12 + 75)
Speed 40 ft., Burrow 40 ft., Fly 80 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 16	+3	+3	**CON** 20	+5	+5
INT 17	+3	+7	**WIS** 18	+4	+8	**CHA** 17	+3	+7

Skills Animal Handling +8, Nature +7, Perception +12, Stealth +11
Resistances Force, Psychic
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22
Languages Common, Draconic, Druidic, Sylvan, telepathy 120 ft
CR 12 (XP 8,400, or 10,000 in lair; PB +4)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Repellant Scales. Attacks made against the dragon using weapons or ammunition made of metal have Disadvantage.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast ***Thunderwave*** or ***Heat Metal***

Rend. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 7 (2d6) damage of a type chosen by the dragon: Acid, Cold, Fire, or Lightning.

Sap Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 17, each creature in a 60-foot **Cone**. *First Failure:* 40 (9d8) Fire damage, plus the target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target is encased in amber. An encased creature has the Restrained condition, **Total Cover**, and is **suffocating**. As an action, an encased creature or another creature within 5 feet of it can make a DC 20 Strength (Athletics) check. On a successful check, the creature is no longer encased. *Success:* Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15):

At Will: ***Animal Friendship***, ***Elementalism***, ***Entangle***, ***Shapechange*** (Beast form only, no **Temporary Hit Points** gained from the spell, and no **Concentration** or Temporary Hit Points required to maintain the spell), ***Speak With Animals***, ***Thunderwave***
3/Day Each: ***Heat Metal***, ***Moonbeam***
1/Day Each: ***Control Weather***, ***Plant Growth***

Bonus Actions

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Claw. The dragon makes a Rend attack.

Nature's Wrath. The dragon uses Spellcasting to cast ***Entangle***. Any creature who fails their saving throw against the spell takes 14 (4d6) Bludgeoning damage, in addition to the spell's usual effects.

Psionics. The dragon uses Psychic Step or Spellcasting. It can't take this action again until the start of its next turn.

ANCIENT AMBER DRAGONS

Ancient amber dragons are creatures so old, they have become synonymous with the land itself. These impossibly old creatures have seen empires rise and fall, forests burn to ash, and new growth become venerable and gnarled. They have little concern for the world and affairs of mortal creatures, often finding themselves content in places of primordial power hidden deep within the darkest recesses of the world's oldest forests.

Ancient Amber Dragon

Gargantuan Dragon (Gem), Neutral

AC 21 **Initiative** +9 (19)
Hit Points 222 (12d20 + 96)
Speed 40 ft., Burrow 40 ft., Fly 80 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 24	+7	+7	**DEX** 16	+3	+3	**CON** 26	+8	+8
INT 19	+4	+10	**WIS** 20	+5	+11	**CHA** 19	+4	+10

Skills Animal Handling +11, Nature +10, Perception +17, Stealth +15
Resistances Force, Psychic
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27
Languages Common, Draconic, Druidic, Sylvan, telepathy 120 ft
CR 19 (XP 22,000, or 25,000 in lair; PB +6)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Repellant Scales. Attacks made against the dragon using weapons or ammunition made of metal have Disadvantage.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast ***Thunderwave*** or ***Heat Metal***

Rend. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 7 (2d6) damage of a type chosen by the dragon: Acid, Cold, Fire, or Lightning.

Sap Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 22, each creature in a 90-foot **Cone**. *First Failure:* 49 (11d8) Fire damage, plus the target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target is encased in amber. An encased creature has the Restrained condition, **Total Cover**, and is **suffocating**. As an action, an encased creature or another creature within 5 feet of it can make a DC 22 Strength (Athletics) check. On a successful check, the creature is no longer encased. *Success:* Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 18):

At Will: ***Animal Friendship***, ***Elementalism***, ***Entangle***, ***Shapechange*** (Beast form only, no **Temporary Hit Points** gained from the spell, and no **Concentration** or Temporary Hit Points required to maintain the spell), ***Speak With Animals***, ***Thunderwave***
3/Day Each: ***Heat Metal***, ***Moonbeam***, ***Plant Growth***
1/Day Each: ***Control Weather***, ***Storm of Vengeance***

Bonus Actions

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Claw. The dragon makes a Rend attack.

Nature's Wrath. The dragon uses Spellcasting to cast ***Entangle***. Any creature who fails their saving throw against the spell takes 18 (4d8) Bludgeoning damage, in addition to the spell's usual effects.

Psionics. The dragon uses Psychic Step or Spellcasting. It can't take this action again until the start of its next turn.

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